NINTENDO OF AMERICA INC. P.O. BOX #957 REDMOND, WA 98073-0957 USA PRINTED IN JAPAN

PDWT

POWER PAD™

INSTRUCTION MANUAL

INCLUDES

WORLD CLASS TRACK MEET™

INSTRUCTIONS

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Official Nintendo Seal of Quality

SECTION 1

POWER PAD™ INSTRUCTION MANUAL

Thank you for purchasing the new Nintendo® Power Pad, the fun way for the whole family to play games with the Nintendo Entertainment System®. Now you can use your entire body to play and control any of the Power Pad series games, while getting a fitness workout.

To play with the Power Pad, you need:
1) The Nintendo Entertainment System® (NES)
2) Any Power Pad series game pak

Need Help?

Nintendo Consumer Assistance Telephone Hotline

Call: 1-800-422-2602

Mon to Fri, 8:00 a.m. to 5:00 p.m., Pacific Time
9:00 a.m. to 6:00 p.m., Mountain Time
10:00 a.m. to 7:00 p.m., Central Time
11:00 a.m. to 8:00 p.m., Eastern Time

IMPORTANT

Please read the set-up instructions, warnings and safety precautions carefully before using your Power Pad or attempting to connect it to the NES. Refer to the Control Deck™ Manual if you need to connect your NES to your TV. Failure to read and comply with this instruction manual may result in personal injury to you and/or damage to the product. If after reading all instructions, you have any questions, please call our Consumer Service Department at the above number.

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SAFETY PRECAUTIONS

⚠WARNING⚠

Persons with heart, respiratory, back and joint problems, or high blood pressure or who are under a physician's direction to restrict activity *should not use the Power Pad without a physician's advice.* Pregnant women should not use the Power Pad. Serious personal injury can result.

⚠CAUTION⚠

- **Do not wear shoes!! Keep all sharp objects away from the Power Pad at all times.**
- **Do not use the Power Pad outside or near sources of heat or moisture.**
- Do not use the Power Pad on any soft, thickly padded carpet or soft surface. You could stretch or break the internal mechanism as well as cause possible personal injury.
- Make sure the Control Deck power is *OFF* when changing any game pak or making a connection from the Power Pad. Sometimes, static electricity builds up in the Power Pad and connecting it with the power on could damage the Nintendo Entertainment System. Do not stand on the Power Pad while making the connection.
- When unplugging the Power Pad connector from the Control Deck, always hold the connector itself, not the cord. Do not allow the terminals to come into contact with any liquids. Personal injury could result.
- All users should do several minutes of warm-up exercises before starting to play games on the Power Pad.
- Select an area to use the Power Pad where you will not be in the way of other people or objects in case of falls. Do not position the television set where you may hit it if you fall.

Failure to read and comply with the instructions, including these safety precautions may result in personal injury to you and/or damage to the Power Pad. Nintendo of America Inc. assumes no responsibility, obligation, or liability for injuries sustained due to such failure.

CONNECTING THE POWER PAD TO THE NES

1. Turn the Control Deck OFF. Plug an NES controller into socket #1.

2. Spread out and place the Power Pad on the floor.
   Plug the Power Pad connector into controller socket #2.

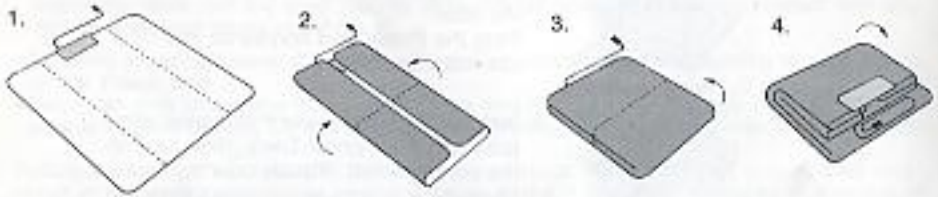
3. Insert any of the Power Pad series game paks into the Control Deck, then turn on the power switch. Please refer to the Control Deck manual for instructions on changing game paks.

OPERATION OF THE POWER PAD

The Power Pad is activated by standing or pressing on one or more of the many red and blue colored circles. The areas outside the circles can be stepped on, but will not have any effect on the game action.
Each Power Pad series game will use a different set of circles and either the A or B side of the Power Pad. Before playing a game, read the game pak manual to find out the proper side and pad functions for that game.
The controller is used for inputting information at the beginning of the game. Also, use the controller to pause any game by pressing the start button. Press the start bulton again to resume game play.

CLEANING AND STORAGE

If the Power Pad becomes dirty, unplug it and wipe it off using a soft clean cloth dampened with water containing a mild detergent. DO NOT use thinners, benzene or any volatile petroleum or alcohol distillates.
For storage of the Power Pad while not in use, first make sure it is clean and dry and then fold the Power Pad as shown in the following diagram. Never store the Power Pad in places that are very hot or cold.



SECTION 2
WORLD CLASS TRACK MEET™

Thank you for selecting the Nintendo Entertainment System® World Class Track Meet™ Pak.

Please read this instruction booklet to ensure proper handling of your new game and then save the booklet for future reference.

PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note:

- In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older model TVs have rounded screens and may block out a portion of the image.
- To adjust the television screen when connecting the Control Deck to your television, carefully read the Control Deck and television instructions.

1. THE EVENTS

TYPES OF EVENTS

100M DASH

The most crucial element in short distance running is the start. Controlling your pace is also an important factor. This game not only helps develop your muscles and alertness but also develops your mental concentration and stamina.

LONG JUMP

In the long jump, coordination between the speed of the approach and the timing of the take-off is important. You are disqualified if you step over the take-off line. The key to success is developing your jumping ability in general.

110M HURDLES

The key to winning the hurdles is the timing of the jumps. You will not be disqualified even if you knock many hurdles over, but you lose time by hitting them. You should jump at the right place and at the right time in front of each hurdle.

TRIPLE JUMP

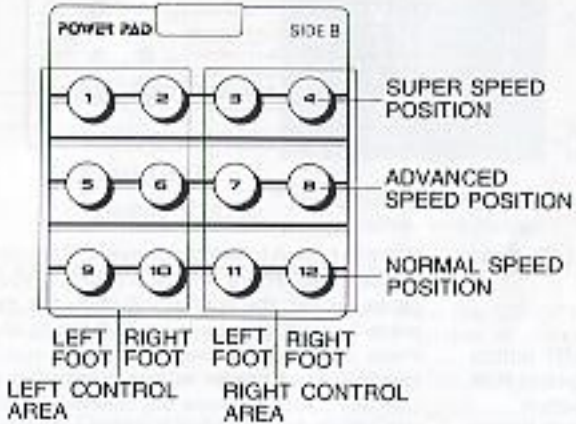
The total distance of the triple jump will be calculated as your score for this event. You should keep up a relatively fast speed in the approach. Try to maintain your momentum going into the hop and step, and use all your might in the final jump.

2. HOW TO OPERATE THE POWER PAD

Use the B side of the Power Pad with this Game Pak. Do not use the A side.

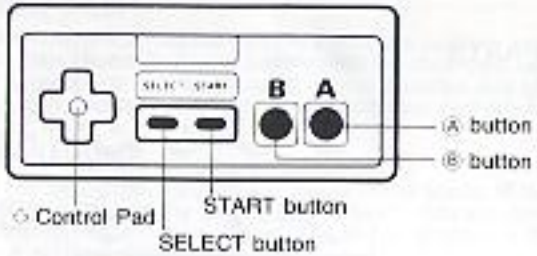
NAMES OF PARTS

POWER PAD



- Two players can race side by side in the 100M Dash and 110M Hurdles.
- When you run in place on the pad, the runner on the screen will run, and when you jump, so will the runner on the screen.
- In the 100M Dash, the runner won't jump.

3. NAMES OF THE STANDARD CONTROLLER PARTS AND OPERATING INSTRUCTIONS



SELECT button..... Use this button to select the event. If the screen is in registration mode, the selected letters will be entered. If you press this button after the game is over, the screen will show the award presentation. If you press it again, the screen will move to another game.

START button..... Press this button to begin the game.

Control Pad..... Use this pad to enter individual information.

Ⓐ button..... Use this button to move the blinking cursor to the right on the screen.

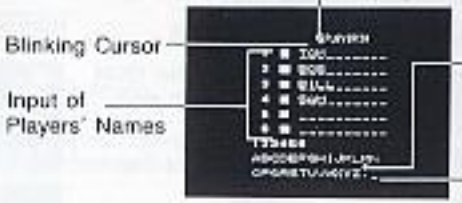
Ⓑ button..... Use this button to move the blinking cursor to the left on the screen.

PAUSE..... The START button functions as a PAUSE button at certain times. If you press the START button when the screen is in award presentation mode for the 100M Dash, the Long Jump, the 110M Hurdle and the Triple Jump, or when the screen is in the individual score mode or award presentation for the Olympics, the screen will freeze.

4. EVENT SELECTION AND NAME ENTRY

EVENT SELECTION SCREEN

INPUT SCREEN



*This screen won't appear in the tournament mode.

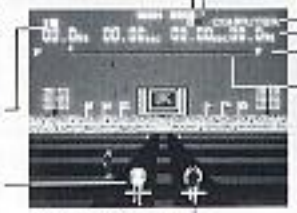
- Choose one of the events listed on the screen by pressing the SELECT button. Then press the START button.
- Choose the number of players using the control pad. Then press the SELECT button.
- Press the START button. You will see name entry blanks for the number of players you have selected. (The maximum is 6 players.)
- The writing position (Blinking Cursor) can be moved to the right or left using the Ⓐ button and the Ⓑ button.
- The letter selection mark (Arrow Cursor) can be moved using the control pad.
- Pressing the SELECT button will put the selected letter in the writing position. If you make a mistake when entering a letter you can correct the entry. To do this, bring the Blinking Cursor to where the error is by using the Ⓐ or Ⓑ button, then correct the mistake.
- After entering each name, move the Blinking Cursor to the next line using the Ⓐ button.
- After all the names have been entered, press the START button to compete.

5. HOW TO PLAY

1) HOW TO READ THE SCREEN DATA

100M DASH, 110M HURDLES

When you play by yourself in either the 100M dash or 110M hurdle, use only the left side control area on the Power Pad.



LONG JUMP, TRIPLE JUMP

When you play by yourself in either the Long Jump or the Triple Jump, you can use either the left side or the right side control area on the Power Pad.

2) TOURNAMENT

The top speed of each runner varies depending upon what speed position he takes at the start. Which position are you going to take to beat the champion?

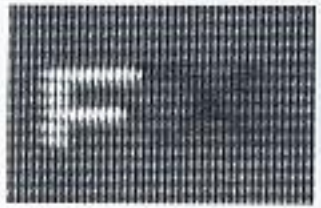
- Super speed position—Beat the world champion by competing in this position.
- Advanced speed position—You are not far from participating in the Olympics.
- Normal speed position—This is closest to the normal running speed. You are in the same position as the computer runners.
- Press the START button and stand on the left side control area of the Power Pad. "Start" will appear.

In the other events, you can use the Normal, Super or Advanced Speed positions on both the left and right side control areas.

This is a tournament game against 6 champions registered in the computer. Beat them in 100M Dashes and 110M Hurdles.

False start indicator

- If you lift your feet from the pad before the starting signal, a whistle and the starting gun, it is considered a "false start". You will be disqualified after three false starts. Be careful.
- As soon as you hear the starting signal,which is a whistle followed by the starting gun, run in place on the pad as quickly as you can.



Your runner will increase his speed gradually.

- If you win against your opponent in the 100M race, you move on to 100M Hurdles against the same opponent.
- If you win the 110M Hurdles as well, you have beaten one opponent. Your prize will appear on the screen.

- After you have beaten one opponent you will receive one medal, after a second opponent a second medal, and after having beaten your third opponent, you will receive a third medal.
- You have 6 opponents altogether. Your prizes will accumulate as you continue to win.

- If you are beaten, the game ends there. If you wish to start the game over, just press the START button, and the first opponent will appear.

CHALLENGE THE CHAMPIONS! OPPONENTS ENTRY FILES

No.1 TURTLE
Let's have a race.

No.2 BEAR
It's my turn now.

No.3 HORSE
I am really fast.

No.4 RABBIT
Can you beat me?

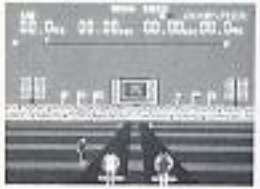
No.5 BOBCAT
Can you keep up with me?

No.6 CHEETAH
If you beat me, you're the best.

The secret to victory is to keep up your pace.

3) 100M DASH

On your mark.....



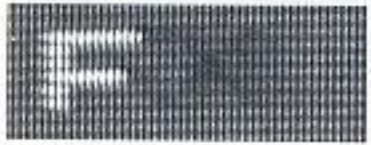
Get set

Super speed position is hard to beat.

Go!!

When you play by yourself, you compete against the runners registered in the computer. When you play with two or more players, two runners participate each time.

When you have 3 or more players registered, the award presentation screen will appear at the end.



You can have only 2 false starts.

The runners' speeds vary depending upon the speed positions at the start. You can easily adjust for players of uneven ability by having them start in different speed positions.
Get on the pad and get ready! When two runners have gotten on the pad, the starting signal, a whistle, will be heard.
When you hear the pistol fired, start running.

After the events are over, the screen automatically shows the awards presentation. If you press the START button during the awards presentation screen, the PAUSE function works.

When you get on the Power Pad, a whistle is heard. If you start running before the pistol is fired, it is considered a false start. You will be disqualified if you have three false starts or cannot finish within 60 seconds.

4) LONG JUMP

START AT THE SOUND OF THE WHISTLE.

FOUL!

JUMP!

You have 3 chances to jump. The farthest distance is considered your official score.

If you choose a higher speed position, you can travel a longer distance, but it is harder to gauge the timing of your final step.
Choose the position which suits you best.

LANDING!

- When you play with several players, let each player jump once and then go to the second round. Repeat three times.
- Step on the Power Pad and start with the sound of the whistle. (There is no sound of a pistol.)

(TAKE-OFF LINE)

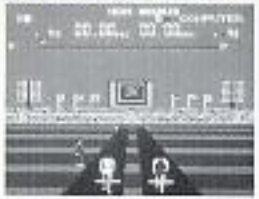
Jump in front of the take-off line using good timing.

- If you step over the take-off line, it's a foul and the jump won't be recorded.
- If you have 3 fouls, you are disqualified.

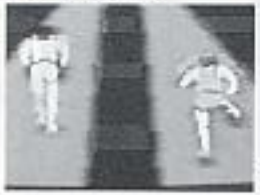
- After the game is over, the screen will automatically show the awards presentation.
- If you press the START button during the awards presentation, it functions as "PAUSE".

5) 110M HURDLES

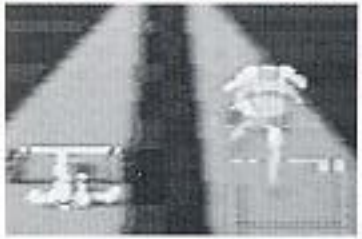
ON YOUR MARK



STAND UP!



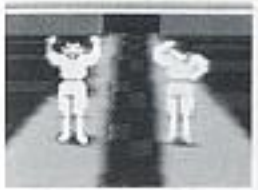
TIMING IS EVERYTHING.



When you play by yourself, you compete against the runners registered in the computer. When you play with two or more players, two runners participate each time.

When you have 3 or more players registered, the award presentation screen will appear at the end.

You can have two false starts.



The runners' speeds vary depending upon the speed positions at the start. You can easily adjust for players of uneven ability by having them start in different speed positions.
Get on the pad and get ready!
When two runners have gotten on the pad, the starting signal will be heard.
When you hear the sound of the pistol, start running.

- With 100M Hurdles, jump over the hurdles carefully timing your jump before the hurdles.
- Jump when you see the white box markers along the edge of the course.
- When the events are done, the screen automatically shows the awards presentation.
- If you press the START button during the awards presentation screen, the PAUSE function works.
- When you get on the Power Pad, the sound of a whistle is heard. If you start running before the pistol is fired, it is considered a false start. You will be disqualified if you have three false starts or cannot finish within 60 seconds.

6) TRIPLE JUMP

HOP

STEP!

JUMP

LANDING!

Three fouls, and you are disqualified!

In the triple jump, the total distance for the three consecutive jumps is considered your official score.

Try your best, paying close attention to the timing of the jumps.

If you choose a higher speed position, you can travel a longer distance, but it is harder to gauge the timing of your final step. Choose the speed position which suits you best.

- Get on the Power Pad and start at the sound of the whistle. (There is no sound of a pistol.)
- When you play with several players, let each player jump once and then go to the second round. Repeat three times.

Gauge your timing well.....

TIPS FOR JUMPING

Take-off line

①Hop before the take-off line concentrating on good timing.
②Land on the same foot you hopped off.
③Hop to the other foot.
④Jump and land on both feet.

- If you step over the take-off line, it's a foul and won't be recorded. If you have 3 fouls, you will be disqualified.
- When the event is over, the screen will automatically show the awards presentation.
- If you press the START button during the awards presentation screen, the PAUSE function works.

*In World Class Track Meet Triple Jump, even if you don't properly alternate your feet, it won't be called a "foul" so that smaller children can play as well. (For example, when a small child steps with both feet instead of one foot, it's not considered a foul.)

7) THE OLYMPICS

This is a group game which allows numerous participants.
The stadium records for each event are all adjusted to be calculated on a 100 point scale.

You play 100M Dash, Long Jump, 110M Hurdles, and Triple Jump consecutively. Each score is converted to a 100 point scale and is totaled.

- The 1982 world track record listed in the Guiness Book is used as the reference to set the scoring standards.
- For each track event, read respective reference numbers:
  3) 100M Dash, 4) Long Jump, 5) 110M Hurdles and 6) Triple Jump.

INDIVIDUAL SCORE BOARD

*The actual screen may be slightly different from the illustration.

- When each player finishes all the events, the total score for each individual player will appear on the screen.

Then the awards presentation will follow.

AWARDS SCREEN

*If there are players of varying abilities, cooperation in the selection of the speed positions is recommended.

6. WORLD CLASS TRACK MEET-TIPS

Do some warm-up exercises such as leg stretches and jumping before you start the game. Hurrying into strenuous exercise is not good for your health.

- If you have a problem keeping the pad secure, place a vinyl carpet or similar item underneath the Power Pad. Or you can use tape at the four corners to secure the Power pad so it doesn't move.

- Too much exercise may be harmful to your body! One hour a day is a moderate amount of exercise.

7. SCORE RECORDING

DATE	EVENT	BESTSCORE

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna
—Relocate the NES with respect to the receiver
—Move the NES away from the receiver
—Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/televison technician for additinal suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

SECTION 3

WARRANTY
90-DAY LIMITED WARRANTY
NINTENDO POWER PAD

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Entertainment System Power Pad shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the defective Power Pad or component part, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective merchandise to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 6:00 a.m. to 5:00 p.m. Pacific Time, Monday through Friday. PLEASE DO NOT send any item to Nintendo before calling the Nintendo Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, he or she will provide you with a Return Authorization number. You MUST record this number on the outside packaging of the Power Pad and return it FREIGHT PREPAID, AND INSURED FOR LOSS OR DAMAGE, TO:

Nintendo of America Inc.
NES Consumer Service Department
4820-150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the Power Pad has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

If the Power Pad develops a problem requiring service after the 90-day warranty period, contact the Nintendo Consumer Service Department at 1-800-422-2602. If the Nintendo Service Representative is unable to solve the problem over the phone, he or she may advise you of the approximate cost to repair the Power Pad and provide you with a Return Authorization number.
You MUST then record this number on the outside packaging of the Power Pad and return the defective merchandise, FREIGHT PREPAID, AND INSURED FOR LOSS OR DAMAGE TO:

Nintendo of America Inc.
NES Consumer Service Department
4820 - 150th Avenue N.E.
Redmond, WA 98052

Please enclose a money order payable to Nintendo of America Inc. for the cost quoted you. Repairs may also be charged on a VISA or MASTERCARD credit card. If, after personal inspection, the Nintendo Service Technician determines that the Power Pad cannot be repaired, it will be returned and your payment refunded.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that the Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-422-2602.
   Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Friday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820-150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.